



AAB PROCEEDINGS

31 January, 1996

Issue 33

The newsletter of the History of the Imperium Working Group (HIWG), a Traveller club using the official Traveller universe. Produced and distributed by Clayton R. Bush.

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TRAVELLER Developments

The first four books of TRAVELLER 4 are out. They were produced under two different management systems.

Ken Whitman was responsible for organizing Imperium Games. Marc Miller accepted his offer, because Ken wanted to get the game out quickly. The other offers were for an eventual new TRAVELLER. And Ken recruited a group of stellar names.

Book 1, the basic rule book, was attacked for many typos. Much of the discussion was about what individuals thought should have been done differently. That made it hard to judge if the product was flawed or if critics just expected something else.

Book 2, STARSHIPS, however, was flawed. It has two parts, ships and a design system. The ships were not designed with the system given, or with the system in Book 1! Instead, their author seems have picked the stats for many from thin air (the whatever feels right system).

CHANGEVER

Due to the complaints, Sweat Pea decided that the Imperium Games group need to be reorganized. Ken Whitman sold his interests, and moved on. Operations moved to California. Look at the new address on the back of Books 3 and 4.

The move further delayed some products in the pipe. Nevertheless, Book 3: CENTRAL SUPPLY CATALOG, Book 4: ALIENS, and JTAS were produced and distributed. The changes seem to have helped.

Book 3 (already abbreviated CSC) has gotten positive reviews. There have been a few nits to pick.

Book 4 was praised for dealing with the minor races in Milieu 0, instead of reselling the major races. It was also criticized for picked stereotypical or absurd races. Here is a litmus test: let's see which ones continue to be used by referees and players.

JTAS has been well-received. More about Milieu 0 would have made it more memorable, but they can only print what is submitted. There is plenty of room for new writers.

OVER-BILLING INCIDENT

ImperiumGames charged JTAS subscribers an additional \$11.70 "for shipping and handling." After about a month of complaints, they credited the fee back off people's credit card statements. This generated some bad feeling that may linger.

Good News for Traveller!

Date: Wed, 22 Jan 1997

From: "Joseph E. Walsh" <ransom@connect.iconnect.net>

Copied from TML by: John Kovalic

Hi folks,

Courtney called me tonight, and we discussed some stuff that might be of interest to you:

1) All future T4 products will be reviewed by MWM at each stage of the >process (on a chapter-by-chapter basis). In the past, Marc wasn't passed a copy of the products in time to do a full review, when he was given them at all (as I understand it). Now, Marc will be able to provide the benefit of his incredible imagination and knowledge as the products are created.

2) IG has some great stuff planned for Traveller this year.

a) JTAS will go to slick stock with color interiors, and will generally look a lot more like a high-quality, mainstream magazine. There will be a monthly comic strip, an editorial, a letters page, and so on.

b) Citizens of the Imperium will be beefed up with an ID card, online "inside info," product discounts, and so

on and so forth. Details still being worked out.

c) He's looking into an all-Traveller convention being held at some point.

d) Art for all future products will be produced specifically for those products; no more "generic" art!!

e) The web site will continue to be expanded. More links. Also, a Sector-type map will be put in, with each of the fan sites appearing as a solar system on it which can be clicked on to go to that site. Expanded support for the IRC on the website. And so on.

f) Professional editing and graphic design will be used for all future products!

g) This year's Gen-Con will see Traveller with a far, far bigger presence.

In short, Courtney believes in Traveller, and he's devoting a lot of his attention to it. With Tim Brown doing the day-to-day product management, and Marc Miller being involved at every step of the product design process, 1997 will truly be the year of Traveller.

--Joe

Imperium Games Web Newsletter - 12 Jan 96

-- David Bullock, webmaster@imperiumgames.com

1. Web Newsletter

We've received MANY requests on how to subscribe to the IG WebNewsletter, and we've received MANY requests on how to join. The form is at:

<http://www.imperiumgames.com/links.html>

Just fill in your email address and hit "SUBSCRIBE". Joining allows you to receive announcements about IG, the IG web site, and special deals immediately as they're available.

2. PRODUCT LIST

The complete product schedule for 1997 is now online.

<http://www.imperiumgames.com/products.html>

3. CD ROM PROJECT

We've been working with IG on a project to bring the ENTIRE Traveller rules set out on CD ROM. IG is now trying to gauge interest in this project. Please let them know what your thoughts are on this potential product.

<http://www.imperiumgames.com/news.html>

3. DELUXE REVISED RULE BOOK EDITIONS

IG is trying to gauge interest in a deluxe, revised, error corrected set of the rules. Please let them know what you think about this potential product.

<http://www.imperiumgames.com/news.html>

4. LETTER FROM THE PRESIDENT

Courtney Solomon, the president of Imperium Games has written an open letter to the Traveller community.

<http://www.imperiumgames.com/news.html>

5. SPECIAL OFFERS

Three special time limited / limited quantity discounted offers are now and available for a LIMITED TIME.

http://www.imperiumgames.com/special_offers.html

<END>

IMPERIUM GAMES WEB NEWSLETTER

97-01-27

From: Joseph E. Walsh

CC: gdw-beta@qrc.com

Q: When did Imperium Games change management and what exactly does that mean?? Same people doing T4 as before?

A: In the beginning, "Imperium Games" was the group of people whose pictures are in the back of the T4 book (Ken Whitman, etc.). A company known as Sweet Pea Entertainment had the exclusive license for Traveller products (everything from movies to books to t-shirts, to cups, to video games, to RPG's), and had financed this "Imperium Games" company, allowing it exclusive sub-license to produce the RPG materials for Traveller.

Then all the sh*t happened that you're so familiar with: broken task systems, horrid production values, terrible editing, etc. etc. etc. Sweet Pea Entertainment, seeing that the value of its license was in grave danger of devaluation, stepped in and bought out Imperium Games. They contracted with the same design people, however, for the stuff that was "in the chute" and already written (to save time): Starships, Aliens, CSC, M0, and First Survey.

However, IG knew that it couldn't afford to stick with those people, who had botched T4. So, IG

decided to put Tim Brown in charge of day to day production, have Marc Miller as overall manager of the product development side (providing outlines to authors, reviewing on a chapter-by-chapter basis each book to be produced, etc. - all of which AP&D/Original IG had not allowed him to do). The actual design work would be done by those who hadn't been involved with the severe mess. Greg Porter, for one, will continue to develop T4 stuff (his next is *Emperor's Arsenal*). Tim Brown will of course be continuing to do development work. Marc's involved with every single project now. And the core group is doing development work. At this point, it is unknown who else they may bring on.

Editing is no longer done by AP&D (after M0/First Survey, anyway), it will be done by professional editors (as opposed to game designers). Layout will be done by layout artists. Graphic design will be done by graphic designers. And so on.

All of this is _as I understand it_. I was involved at the periphery for all of this, but that isn't the same as being in the thick of it.

Joseph E. Walsh

ransom@iconnect.net

.....Official Reporter of Imperium Games Product Info.....

AAB Proceedings

AAB Proceedings is distributed to all active HIWG members. All others may acquire copies at \$2.00 per issue (or \$12 at a time).

To submit material, please send it to: Clayton R. Bush, PO Box 895, Limon, CO 80828. All materials are copyrighted by AUTHOR, and printed for discussion by permission (N.B. Copyright law protects words, not ideas.)

Acknowledgements

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HIWG Connection

HIWG ("History of the Imperium Working Group") is a fan organization for the Traveller role-playing game. For membership information, write to:

Membership Secretary: Clay Bush, P.O. Box 895, Limon, CO 80828.

HIWG-Australia: David Schneider, 5 East Avenue, Allenby Gardens, SA 5009, Australia.

HIWG-UK: C.N. Walker, Bankside, Reddish Road, Marsden, Huddersfield HD7-6NF.

HIWG-NZ: Martin Rait, P.O. Box 27-025, Wellington, NZ.

Computers

IBM PC: Brian Borich, 3890 50th Street, San Diego, CA 92105-3005.

Macintosh: Rob Prior, 67 Greenbelt Road, Richmond Hill, Ontario, Canada L4C 5S1.

Fanzines and Magazines

-Clay Bush

JTAS 25

The awaited restart of a TRAVELLER-specific magazine. I assume most readers have a copy. I see the important things as the even mix of scenarios, stories, and referee-useful background. The scenarios show the format JTAS expects, which should guide those interested in submitting.

ImperiumGames' disinterest in sticking to a rigid background is immediately evident "Silver Moon Incident." The opening paragraph refers to Baabac Industries "a megacorporation." So much for the old consistency of having 13 Imperial megas and 13 non-Imperial megas -- by 1100!

Signal GK #12

One world data (a "Port of Call"

article), a longish and two brief adventure, and a corporate brief make up the 40-page issue. With inserts for two more subsectors in this issue, S-GK is only two subsectors short of having published guides to the entire Dagudashaag sector.

Starburst #30

David Schneider's newsletter begins with an editorial titled "HIWG Lives!" He's working to restart HIWG Australia, with T4 out now and their Yiklerzdanzh Project basically complete. Most of the issue is a long review of the T4 system by Joe Walsh. The big draw with this issue is the logos of numerous Yiklerderdanzh polities interspersed through the articles. The last page is full page ad for the IISS.

Travllers' Chronicle

The latest issue continues with the development of Harold hale's Solomani Rim. This retains a TNE focus for the moment.

AABP Plans

This is going to a quarterly schedule from the current intermittent schedule. In the past I have waited until I had enough articles for a good page count; instead, if I only have four pages, I'll print the four pages.

Line art would be appreciated.

"Science Fiction is a genre driven not by spectacle, but by ideas."

-- Alan Dean Foster

Laws of Robotics: Old and New

First law: A robot may not injure a human being, or, through inaction, allow a human being to come to harm.

Second law: A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.

Third law: A robot must protect its own existence, as long as such protection does not conflict with the First or Second Law.

Then, from the novel *Caliban*:

New first law: A robot may not injure a human being.

New second: A robot must cooperate with human beings except where such cooperation would conflict with the First Law.

New third law: A robot must protect its own existence, as long as such protection does not conflict with the First Law.

New fourth law: A robot may do anything it likes except where such action would violate the First, Second, or Third Law.

When you get right down to it, history is just one long death report.

The Proof

Law: Any dynamic system has limited access to resources, and a limited time in which to achieve its goals...

Law: The goals of differing organisms, even of like variety, never completely coincide. For any complex of organisms, competition must arise for limited resources...

Law: The universe is neutral; it will not care, nor will any ultimate dynamic system interfere in conflict between organisms...

Conclusion: Things have not and never will improve.

Now, not everyone believes all this ...

From **Judgement Engine**, by Greg Bear.